

	Type	Hits	Search Text	DBs	Time Stamp	Comments	Error Confirmation
1	BRS	189	billing near server	USPAT	2003/11/11 18:05		0
2	BRS	7	(billing near server) and (service near program)	USPAT	2003/11/11 14:39		0
3	BRS	5	billing near server and (server near terminal)	USPAT	2003/11/11 15:23		0
4	BRS	93	terminal and (billing near server)	USPAT	2003/11/11 18:05		0

All above hits reviewed.

ASR  
11/12/03

	Type	L #	Hits	Search Text	DBs	Time Stamp	Connections	Errors
				09/775,097				
1	BRS	L1	0	terminal and (communication adj system) and (service adj program) and (service adj program) and (agent adj system)	USPAT	2003/09/29 07:46		0
2	BRS	L2	161	terminal and (communication adj system) and (service adj program) and (service adj program)	USPAT	2003/09/29 07:48		0
3	BRS	L3	3	(server adj terminal) and (communication adj function) and (service adj function)	USPAT	2003/09/29 07:52		0



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- ☐ 1. **A CONVERSATION WITH LESLIE TAYLOR**  
 Mobile Satellite News. Potomac: Jan 27, 2000. Vol. 12, Iss. 2; p. 1  

☐ Full text
 ☐ Abstract
- ☐ 2. **Kenan Systems - Qualcomm (U.S.)**  
 Wireless Today. Potomac: Sep 14, 1998. Vol. 2, Iss. 178; p. 1  

☐ Full text
 ☐ Citation
- ☐ 3. **Pacific shift**  
 Lamb, J J. World Trade. Troy: Aug 1995. Vol. 8, Iss. 7; p. 48 (4 pages)  

☐ Full text
 ☐ Abstract
- ☐ 4. **Care-free copiers!**  
 Malik, Mary S. Managing Office Technology. Cleveland: Feb 1993. Vol. 38, Iss. 2; p. 42 (2 pages)  

☐ Full text
 ☐ Page Image - PDF
 ☐ Abstract
- ☐ 5. **Video Calls Made Easier with New Sprint Service**  
 Messmer, Ellen. Network World. Framingham: Sep 28, 1992. Vol. 9, Iss. 39; p. 2 (2 pages)  

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 ☐ Page Image - PDF
 ☐ Abstract
- ☐ 6. **Connecticut Natural Gas Chooses Client/Server to Enhance Customer Service**  
 Panozzo, Jan. Business Wire. New York: Sep 08, 1992. p. 1  

☐ Full text
 ☐ Abstract
- ☐ 7. **ISDN now delivering the goods**  
 AT & T Technology. New York: Winter 1992. Vol. 7, Iss. 4; p. 26 (6 pages)  

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 ☐ Page Image - PDF
 ☐ Abstract
- ☐ 8. **Firms Survive Rocky Computer Implementations**  
 Ander, Mark. San Diego Business Journal. San Diego: May 13, 1985. Vol. 5, Iss. 37; p. 12  

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 ☐ Abstract

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billing function	Citation and article text
AND terminal	Citation and article text
AND	Citation and article text

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 ☐ Trade Publications
 ☐ Newspapers

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- ☐ 1. **Can IP save the world?**  
 John Chapman. **Telephony**. Chicago: Dec 11, 2000. Vol. 239, Iss. 24; p. 68 (5 pages)  
☐ Text+Graphics ☐ Page Image - PDF ☐ Abstract
- ☐ 2. **InnoMedia Announces Interoperability With Cisco**  
 PR Newswire. New York: Nov 15, 2000. p. 1  
☐ Full text ☐ Abstract
- ☐ 3. **Sprint, Samsung, QUALCOMM and 3Com Announce Completion of First Successful North American Voice and Data Field Trial For CDMA Third- Generation Technology**  
 Business Editors & High Tech Writers. **Business Wire**. New York: Oct 23, 2000. p. 1  
☐ Full text ☐ Abstract
- ☐ 4. **World's First cdma2000 1X Network, Developed by 3Com Corporation and Samsung Electronics, is Deployed by SK Telecom in Korea**  
 Business Editors, Technology Writers. **Business Wire**. New York: Oct 10, 2000. p. 1  
☐ Full text ☐ Abstract
- ☐ 5. **3COM: World's first cdma2000 1x network, developed by 3Com Corporation and Samsung Electronics, is deployed by SK Telecom in Korea; Standards-based 3G cdma2000 1XRTT network gives mobile subscribers access to data services at speeds up to 144kbps**  
 M2 Presswire. Coventry: Oct 10, 2000. p. 1  
☐ Full text ☐ Abstract
- ☐ 6. **IPVoice.com in Negotiations to Partner with PacketPort.com to Provide IP Telephony Gateway and Toll-Bypass Solutions**  
 Business & High Tech Editors. **Business Wire**. New York: Aug 28, 2000. p. 1  
☐ Full text ☐ Abstract
- ☐ 7. **United Telesis Launches Revolution VoIP Global Clearinghouse, the 1st OSP Clearinghouse for the Lucent Multivoice Platform**  
 Business Editors SUPERCOMM 2000 #6815, Hall G. **Business Wire**. New York: Jun 5, 2000. p. 1  
☐ Full text ☐ Abstract
- ☐ 8. **3COM: SK Telecom selects 3Com and Samsung 3G wireless solution for world's first cdma2000 1X network; Standards-based network will deliver mobile data services at speeds up to 144kbps; Commercial availability scheduled for Q4 2000**  
 M2 Presswire. Coventry: Jun 5, 2000. p. 1

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- ☐ 9. **Managing mega-networks: What's happening at the edge?**  
Philip Kim. *Communications News*. Nokomis: Apr 2000. Vol. 37, Iss. 4; p. 64 (3 pages)

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- ☐ 10. **3Com and Samsung Team to Deliver cdma2000 High-Speed Wireless Networks; Standards-Based 3G Networks Will Deliver Mobile Data Services at Speeds Up to 144kbps This Year**  
Business Editors/High-Tech Writers. *Business Wire*. New York: Feb 28, 2000. p. 1

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AND	Citation and article text
AND	Citation and article text

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- ☐ 1. **Sun's Stroke: Thin Clients, Fat Servers**  
InternetWeek. Manhasset: Mar 18, 1996. p. 12

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billing server	Citation and article text
AND terminal	Citation and article text
AND	Citation and article text
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- Reduce the number of terms included in your search.
- Broaden your search by selecting other databases, removing limits, or searching "Citations and Article Text" (see More Search Options.)
- Connect similar terms with the "OR" operator (e.g. military OR pentagon). See Search Tips for more hints.

## Advanced Search

Tools: [Search Tips](#) [Browse Topics](#) [1 Recent Searches](#)

billing server	Citation and article text
AND	terminal
AND	service program
<a href="#">Add a row</a>   <a href="#">Remove a row</a>	
<a href="#">Search</a> <a href="#">Clear</a>	

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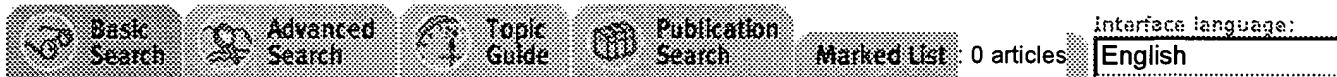
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- Connect similar terms with the "OR" operator (e.g. military OR pentagon). See [Search Tips](#) for more hints.

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## Q-SEVEN Introduces its New Online Gaming System at the World Gaming Show in Las Vegas

*Business Editors/Hi-Tech Writers World Gaming Show, Las Vegas. Business Wire. New York: Sep 13, 1999. pg. 1*

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Author(s): [Business Editors/Hi-Tech Writers World Gaming Show, Las Vegas](#)  
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**Abstract** (Article Summary)

MONHEIM, Germany--(BUSINESS WIRE)--Sept. 13, 1999--Q-Seven Systems, Inc. (OTC Bulletin Board: QSSY and Frankfurter and Berliner Freiverkehr: QSV) is proud to present the first completed gaming module, a lucrative part of its superior User-Management System for commercial online applications at the World Gaming Show ([www.gemcommunications.com/wgce](http://www.gemcommunications.com/wgce)) in Las Vegas, Nevada, September 14- 16.

3. The Q7 Billing Server is integrated into the Q7 software, allowing real time online payments. The software offers a variety of online games, which can be updated along with new software free of charge to Q7 customers. Therefore, the Q7 Online Gaming System is a flexible as well as profitable investment for casino operators, allowing them to create and manage casinos in the most effective way possible.

**Full Text** (377 words)

*Copyright Business Wire Sep 13, 1999*

MONHEIM, Germany--(BUSINESS WIRE)--Sept. 13, 1999--Q-Seven Systems, Inc. (OTC Bulletin Board: QSSY and Frankfurter and Berliner Freiverkehr: QSV) is proud to present the first completed gaming module, a lucrative part of its superior User-Management System for commercial online applications at the World Gaming Show ([www.gemcommunications.com/wgce](http://www.gemcommunications.com/wgce)) in Las Vegas, Nevada, September 14- 16.

The gaming system consists of the following elements:

1. The Q7 Game Server is one part of the modular software structure, which provides complete flexibility required in order to integrate new offers and technologies without difficulties.

2. The Q7 User Management-Server affiliates its programs in a single database, therefore eliminating the need for users to re- register when using various offers.

3. The Q7 Billing Server is integrated into the Q7 software, allowing real time online payments. The software offers a variety of online games, which can be updated along with new software free of charge to Q7 customers. Therefore, the Q7 Online Gaming System is a flexible as well as profitable investment for casino operators, allowing them to create and manage casinos in the most effective way possible.

Online gaming is one of the most lucrative business on the internet.

Because user expectations are rising, the success of any casino is determined by the quality of its gaming software.

According to Philipp Kriependorf, President of Q-Seven Systems: "We invite you to compare our software to that of any manufacturers in the world to experience the difference."

Q-Seven Systems sample casino can be visited at: [www.samplecasino.com](http://www.samplecasino.com) Q-Seven's User Management Software can be used to run various kinds of Internet businesses. However, the Company focuses on the fastest growing and most lucrative industries on the net: online gaming, finance, online shopping and adult entertainment. Q-Seven's site can be visited at: [www.q-seven.com](http://www.q-seven.com).

The management of Q-Seven cautions readers not to place undue reliance on "forward-looking statements, such as "plans to", "is expected to", etc. which speak only as of the date made, when used in this press release, in filings with the SEC, in other public or stockholder communications, or in oral statements made with the approval of an authorized executive officer of the Company.

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**Sun's Stroke: Thin Clients, Fat Servers****CommunicationsWeek**. Manhasset: Mar 18, 1996. pg. 12>> [Jump to full text](#)

Subjects: COMMUNICATIONS TECHNOLOGY  
 Section: CommWeek Interview  
 Publication title: CommunicationsWeek. Manhasset: Mar 18, 1996. pg. 12  
 Source Type: Periodical  
 ISSN/ISBN: 07468121  
 ProQuest document ID: 10622306  
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CommWeek: A lot has happened since Sun was fighting the open systems wars against the likes of the Open Software Foundation in the late '80s and early '90s. Are they over or has the Internet become the new open systems battleground of sorts?

McNealy: Hopefully the open systems wars never end because this is what gives customers choice and provides competition. User interfaces for the Net are getting set now and the beauty of that is they are open and available to everyone in multiple, competitive implementations and at aggressive pricing. It's a good move forward for the industry. For Sun, the good news is our two concepts of network computing and openness have come together on the Internet, and that is one of the reasons we have become so much more visible lately.

CommWeek: Are there still standards issues surrounding the Net?

McNealy: There will always be standards issues. The key ones in the beginning were TCP/IP, then URLs {Uniform Resource Locators}, HTTP {HyperText Transport Protocol} and HTML {HyperText Markup Language}. Then along came Java, Java Script and VRML {Virtual Reality Modeling Language}, and the Java Database Connectivity {JDBC} interface, so that your Java applets can access any of the databases openly and availably. Now, people are trying to extend them, provide plug-ins and browser extensions that offer proprietary advantages.

Users creating content for an "intranet" or the Internet environment should not release their content-whether it be unstructured data or executable content, written say in Java-to the network without testing it on at least three competitive desktop browser environments, so they know it works with an open interface that multiple people are implementing. If we had all done that with Unix back in the old days and not released an application unless it ran on at least three or four competitive Unix environments, we, as vendors, would not have locked in customers in any

way, shape or form.

**CommWeek:** It's an interesting parallel between the emerging Internet and the old Unix client/server market. And as with the Unix market of the mid-to-late '80s, some detractors now raise the legacy migration issue, maintaining mission-critical applications will not be placed on the Net. How does Sun respond to that?



**McNealy:** If your strategy isn't controversial, you never have a chance to make any money.

**CommWeek:** But, what's the silver bullet? What's going to make the network model work in corporate America?

**McNealy:** All of a sudden we call them intranets instead of corporate networks. But it's still the network computing model.

Before, we had the hairball on the mainframe and we kept adding more hair to it in terms of databases, files and applications, until it outran the ability to crank up the five MIPs {Millions of Instructions Per Second} mainframes to 50 MIPs mainframes.

So, we moved the hairball to the desktop and, in a way, put a mainframe on every desk, giving everybody their own disk farm, backup and storage mechanism. But, in a company with 10,000 PCs, no two are configured alike or ever stay up all day and so, every user has been turned into a system administrator. This is what the new network environment and the Java client or the network terminal will take care of.

The zero-administration client represents the next step in distributed computing, where all the configuration, management backup, systems and network administration is in the machine room in the hands of an  AT&T, MCI {Communications Corp.},  TCI {Tele-Communications Inc.}, or your corporate MIS department.

**CommWeek:** Isn't that like the old X-terminal model, which Sun sold for years?

**McNealy:** The problem with the X-terminal model was all the data had to reside on one microprocessor that 1,000 people shared. You couldn't have what you wanted, when you wanted it, how you wanted it or where you wanted it. It was also very network inefficient, because every time you hit a keystroke you went over the network. The new clients change that with users just pulling down what they want with Java applets.

**CommWeek:** If everything resides on servers, what's a server going to look like?

**McNealy:** You don't want a big, huge hairball accelerator in the server room. You want very dedicated, specialized servers in the server room. When you turn on your Java terminal, it boots up the Java virtual machine and the Java browser and automatically dials this ISDN phone number to this server room and logs into the billing server to route you right to your file system on a file server and starts billing you for your time. To get to your mail, you have a big electronic-mail server in this room and similar servers for access to a corporate database or the Web or the Internet.

These very specialized servers will offer different levels of service. Some will be five by eight, some will be seven days by 24 hours for mission-critical applications, and since they are all connected, you can manage them in a much more cost effective way. Also, there's no single point of failure.

**CommWeek:** So, will Sun provide these specialized servers?

**McNealy:** Yes. We'll provide a very low cost way of doing E-mail. You'll see a mission-critical mail strategy from Sun that will handle all client environments and take advantage of the Internet and the TCP/IP environment and provide zero-administration client capabilities, so that you don't need a file system on the desktop.

**CommWeek:** How will you differentiate your server strategy from your biggest competitor, Microsoft's Windows NT?

**McNealy:** Anytime anybody wants to put NT in their server room, I ask them several questions. Is scalability important to you? What's your second sourcing strategy? What's your network management story? Are you getting direct service and support from those who really understand network computing?

CommWeek: Putting this together, how is Sun going to meet users' expectations for electronic commerce?

McNealy: Electronic commerce is totally possible today, using just simple E-mail, encrypted E-mail, firewalled stuff and virtual private networks over the public data network.

It won't happen overnight because buying habits won't change that quickly. The younger generation will definitely take to it a lot more, but it won't completely replace other forms.

TV didn't eliminate radio; the automobile didn't eliminate buses and trains; workstations didn't eliminate mainframes and minicomputers, and network computing terminals and Java clients will not eliminate the PC.

CommWeek: What about network security?

McNealy: Fear about security is a major issue and the press overplays it. Authentication and encryption are big breakthroughs.

CommWeek: How will you gather commercial support for Java and for these zero-administration terminals?

McNealy: Through Java applets. They will be available everywhere out on the Internet for free, as foundationware, to start creating the Java office or the Java development environment or the Java game industry or whatever. We already have 1,750 applets. Large enterprise server application developers like SAP AG, [PeopleSoft Inc.](#), [Sybase Inc.](#), Informix Software Inc., [Oracle Corp.](#) and [Lotus Development Corp.](#) are going to have these big server environments that are accessed by thin Java clients with JDBC hooks.

CommWeek: Some of your competitors say the requirements for faster microprocessors and more desktop memory are increasing, not the reverse.

McNealy: I agree there will be faster microprocessors on everybody's desktop, but not because network bandwidth is the issue. It's because you can download a very simple application like videoconferencing.

CommWeek: That brings up another interesting point. Sun has a very healthy revenue stream from selling high-powered desktops. How are you going to keep your feet in both worlds?

McNealy: There are two kinds of people on the desktop: The power user who creates complex documents and uses workstations, and then there's the rest who just want to do a little calendaring, E-mail, simple word processing and some surfing on the Internet, who don't need an operating system.

Saroja Girishankar was the lead editor for this interview.

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